Claim Amendments:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Canceled)

2. (Canceled)

3. (Currently amended) The method according to claim 42[1], wherein said computer [software] executable program instructions contain[s] design functions for managers to create a desired, networking framework for their subordinates.

4. (Currently amended) The method according to claim 42[1], wherein said computer [software] executable program instructions contain[s] analysis and design functions for project management activities.

5. (Currently amended) The method according to claim 42[1], wherein said computer [software] executable program instructions contain[s] analysis and design functions for performance management activities.

6. (Currently amended) The method according to claim 42[1], wherein said computer [software] executable program instructions contain[s] analysis and design functions for process management activities.

7. (Currently amended) The method according to claim 42[1], wherein said computer [software] executable program instructions contain[s] analysis and design functions for training and development activities.

8. (Currently amended) The method according to claim 42[1], wherein said computer [software] executable program instructions contain[s] and display[s] the network analyses of multiple users within a team, group, department, organization, organizations or community in a graphical display of a multi-user network system.

9. (Currently amended) The method according to claim 42[1], wherein said computer [software] <u>executable program instructions</u> [contains] enable[s] the individual who is identified as the user's network connection to validate a user's own assessment.

10. (Currently amended) The method of claim 42[1], [further comprising providing guidance on personal, human networking through the use of the interactive,] <u>wherein the computer executable program instructions comprise</u> computer software games or tools.

11. (Canceled)

12. (Canceled)

13. (Canceled)

14. (Canceled)

15. (Previously presented) A method of constructing a human contacts network model that is displayable through use of a computer, the method comprising the steps of:
receiving a plurality of information regarding a user;
constructing a user icon for display, the user icon based upon the plurality of information as
      specified by input received from a human user;
constructing a first contact icon, the first contact associated with a first contact person;
constructing a second contact icon, the second contact associated with a second contact person;
linking the user icon with the first contact icon using a first relationship link, the relationship
      link associated with relationship currency information with respect to a personal human
      relationship between the user and the first contact; and
linking the user icon with the second contact icon using a second relationship link, the second
      relationship link associated with relationship currency information with respect to a
      personal human relationship between the user and the second contact.

16. (Original) The method of claim 15, wherein the relationship currency information is an indication of a perceived level of trust.

17. (Original) The method of claim 15, wherein the relationship currency information is an indication of a perceived level of mutuality.

18. (Original) The method of claim 15, wherein the relationship currency information is an indication of a perceived level of predictability.

19. (Original) The method of claim 15, wherein the relationship currency information is an indication of a perceived level of knowledge.

20. (Original) The method of claim 15, wherein the relationship currency information is an indication of a perceived level of power and/or influence.

21. (Original) The method of claim 15, wherein the network model can be manipulated by the user graphically in accordance with various user selections.

22. (Original) The method of claim 21, wherein the various user selections include a plurality of different network spaces.

23. (Original) The method of claim 21, wherein the network model is displayed on a monitor to the user using three dimensional computer graphics.

24. (Previously presented) A method of using a human contact's network model for multiple users of an organization, where the human contact's network model is displayable through use of a computer, the method comprising the steps of:

inputting a plurality of information regarding a first user within an organization, as specified by
   a human operator;

displaying a first user icon, the first user icon identified with the plurality of information
   regarding the first user;

displaying a first contact icon, the first contact associated with a first contact person;

displaying a second contact icon, the second contact associated with a second contact person;

linking the first user icon with the first contact icon using a first relationship link for the first
   user, the first relationship link associated with relationship currency information with

respect to a personal human relationship relating to matters of human affairs between the first user and the first contact;

linking the first user icon with the second contact icon using a second relationship link, the second relationship link associated with relationship currency information with respect to a personal human relationship relating to matters of human affairs between the first user and the second contact;

inputting a plurality of information, as specified by a human operator regarding a second user within an organization;

displaying a second user icon, the second user icon identified with the plurality of information regarding the second user;

displaying a third contact icon, the third contact associated with a third contact person;

displaying a fourth contact icon, the fourth contact associated with a fourth contact person;

linking the second user icon with the third contact icon using a third relationship link for the second user, the third relationship link associated with relationship currency information with respect to a personal human relationship between the second user and the third contact;

linking the second user icon with the fourth contact icon using a fourth relationship link, the fourth relationship link associated with relationship currency information with respect to a personal human relationship between the second user and the fourth contact; and

linking the first user icon with the second user icon using a fifth relationship link, the fifth relationship link associated with relationship currency information with respect to a personal human relationship between the first user and the second user.

25. (Previously presented) The method of claim 24, where access to different levels of user information are set by a method, the method comprising:

the first user selects the level of access available, and thereby the information displayed, to the second user for the plurality of information with respect to the first user, with respect to the plurality of relationship links with each first user contact, and with respect to the plurality of information associated with each first user contact; and

the second user selects the level of access available, and thereby the information displayed, to the first user for the plurality of information with respect to the second user, with

respect to the plurality of relationship links with each second user contact, and with respect to the plurality of information associated with each second user contact.

26. (Original) The method of claim 24, further comprising training personnel through use of the human contacts network model constructed for the first and second user.

27. (Original) The method of claim 26, wherein the training includes network management training based on management objectives of the organization.

28. (Original) The method of claim 24, further comprising interacting with the first and second users through interactive question and answer sessions and modifying the network model based on said interactive question and answer sessions.

29. (Previously presented) A method of interacting with a human contact network model, the method comprising.
providing a first version of a human contact network model that includes a user icon that
      provides information regarding a first person that is specified by a human operator, a
      plurality of contact icons that provide information regarding a plurality of other persons,
      and a plurality of relationship links that provide information regarding a personal
      human relationship between the first person and at least one of the other persons; and
modifying the first version of the human contact network model to create a second version of
      the human contact network model.

30. (Previously presented) The method of claim 29, wherein the first version of the human contact network is modified to create the second version based on a perceived change in human behavior of the first person or of the other persons or based on a perceived change in the personal human relationships between the first person and at least one of the other persons, as specified by the human operator.

31. (Previously presented) The method of claim 29, wherein at least one of the relationship links is indicative of relationship currency information with respect to a personal human relationship between the first person and at least one of the other persons.

32. (Previously presented) The method of claim 29, wherein the relationship currency information is an indication of a perceived level of trust, as specified by the human operator.

33. (Original) The method of claim 29, wherein the relationship currency information is an indication of a perceived level of mutuality.

34. (Original) The method of claim 29, wherein the relationship currency information is an indication of a perceived level of predictability.

35. (Original) The method of claim 29, wherein the relationship currency information is an indication of a perceived level of knowledge.

36. (Original) The method of claim 29, wherein the relationship currency information is an indication of a perceived level of power and/or influence.

37. (Original) The method of claim 29, wherein the second version contains a contact icon that was modified by a second person associated with the contact icon.

38. (Original) The method of claim 37, wherein the contact icon is modified in response to data communications over a distributed computer network.

39. (Previously presented) A computer implemented system for interacting with a human contact network model, the computer implemented system comprising:
a user interface to display a first version of a human contact network model that includes a user
      icon that provides information regarding a first person, the information specified by a
      human operator, a plurality of contact icons that provide information regarding a
      plurality of other persons, and a plurality of relationship links, at least one of the
      plurality of relationship links providing information regarding a personal human
      relationship with respect to human affairs between the first person and at least one of
      the other persons; and
a user based network model editing function for modifying the first version of the human
      contact network model to create a second version of the human contact network model.

40. (Previously presented) The system of claim 39, wherein the first version of the human contact network is modified to create the second version based on a perceived change in human behavior of the first person or of the other persons or based on a perceived change in the personal human relationships between the first person and at least one of the other persons, as specified by the human operator.

41. (Previously presented) The system of claim 39, wherein at least one of the relationship links is indicative of relationship currency information with respect to a personal human relationship between the first person and at least one of the other persons.

42. (New) A method comprising:
operating a computer system having a processor controlled by computer executable program instructions stored within a computer readable medium to identify an individual's personal, human networking style and capabilities through the execution of the computer executable program instructions.

43. (New) The method according to claim 42, wherein said computer executable program instructions acquire information about a person's attitudes, behaviors, and characteristics as specified by input from a human user in relation to human networking with other individuals and displays the information on a display device coupled to the computer system in an interactive and graphical form.

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